DragonStrike

Black Dragon

BLACK DRAGON

Black dragons are extremely independent and will generally only obey a command if it suits their purpose. While some have been seen in combat, these dragons are highly valued by the Highlords for guarding treasures and spying. The Black dragon, Onyx, guarded the great **Disks of Mishakal** when they were found by the good adventurers. Blacks are very seldom involved in direct combat.

When left to their own devices, black dragons prefer to live in swamps or marshes. Some, however, have been found in subterranean lairs.

Armor Class:	4 to -7
Hitpoints:	6 to 160
Attacks:	2 claws, bite
Damage:	1-6, 3-18
Size:	6 to 105 feet body length
Turn:	Average
Climb:	Below Average
Speed:	Below Average
Breath Weapon:	Acid

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Green Dragon

GREEN DRAGON

Notorious even among evil dragons, the green dragons are cruel beyond belief. Their cunning makes them as formidable an opponent as blue or red dragons, if their opponent is careless. They are fairly large and very sneaky. Expect the unexpected when dueling with these sly reptiles.

Green dragons have been used many times by the Highlords for their cruel cunning. The green, Cyan Bloodbane, was responsible for breathing nightmares into the ear of the Silvanesti king, Lorac. These evil dreams caused the perversion and fall of that ancient elven nation.

Armor Class: 3 to -8
Hitpoints: 7 to 168
Attacks: 2 claws, bite
Damage: 1-8, 2-20
Size: 7 to 116 feet body length
Turn: Good
Climb: Average
Speed: Average
Breath Weapon: Chlorine Gas

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Blue Dragon

BLUE DRAGON

Blue dragons are as large as the good bronze dragons. They are more gregarious than many of their cousins and can act and fight well as a team. They are very intelligent and skilled fighters. Blues have been used by the evil armies to batter fortifications with their deadly lightning attacks.

The blue dragon, Skie, is renowned, and feared, for his loyalty to the Highlord, Kitiara.

Although sometimes found in caves like others of their race, blues prefer warm, arid lands.

Armor Class:	3 to -8
Hitpoints:	8 to 176
Attacks:	2 claws, bite
Damage:	1-8, 3-24
Size:	9 to 142 feet body length
Turn:	Good
Climb:	Good
Speed:	Good
Breath Weapon:	Lightning Bolt

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Red Dragon

RED DRAGON

Red dragons are exceptionally intelligent and cunning foes. These monstrous beasts are the favored airborne assault force of the Dragon Highlords. They are the most ferocious and deadly of all evil dragonkind — a match for even the gold dragons. They are loyal to the Dark Queen herself first and Dragon Highlords second. They are skilled in both attack and defense.

Although the red dragons were never inclined to follow orders, they somehow learned to work well together in combat. Red dragon groups have spearheaded assaults on many cities. Oftentimes they will destroy nearly an entire population before ground troops can even arrive. These perverse beasts take great pleasure in watching the smoldering remains of their handiwork.

These powerful dragons can muscle their way into a turn and therefore have a very good turning ability. Their shear power allows them to climb at a good rate, identical to their smaller blue cousins.

Armor Class: 0 to -11
Hitpoints: 7 to 168
Attacks: 2 claws, bite
Damage: 1-10, 3-30
Size: 12 to 183 feet body length
Turn: Very Good
Climb: Good
Speed: Good
Breath Weapon: Cone of Fire

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Sivak Draconian

SIVAK DRACONIAN

The draconians are the backbone of the evil armies. These creatures perform many functions in the dragonarmies. Draconians are sent before main assaults to spy and subvert resistance. After the evil dragons have battered down the defenses, the draconian troops follow to occupy the newly won lands. Of the several known species, only the Sivaks are able to truly fly. They are much less powerful than dragons, but they have greater numbers.

The creation of the draconian race is the cause of the good dragons entering the War of the Lance. The draconians are created by the magical corruption of good dragon eggs. They gain their powers from this magical origin.

Before Takhisis began her bid to return to the lands of Krynn, she guided the evil dragons to the Dragon Isle where the good dragons slept. From under the noses of the slumbering dragons, Takhisis' forces took the good dragons' eggs. The good dragons were told that their precious eggs would be held safe — so long as they did not contest the dragonarmies in the war.

The good dragons kept their promise until they learned the vile origins of the draconian troops.

Armor Class: 1
Hitpoints: 6-48
Attacks: 2 claws, bite
Damage: 1-6, 2-12
Climb: Below Average
Turn: Poor
Speed: Below Average

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Wyvern

WYVERN

The wyvern are a lesser wyrm — distant relatives of the greater dragons. They are not exceptionally intelligent, but are infamous for their vicious combative nature. Wyverns will attack anything, with no regard for size or strength.

When airborne, the wyvern will attack with a poison stinger whipping around at the end of nearly 20 feet of tail. The 2-foot long barb will pierce armor and dragon hide alike. Wyvern poison can hurt even a dragon and often kill a human.

The Highlords have been able to use wyverns in their war through the intervention of the evil dragons. While they are very difficult for humans to train, they will follow the orders of their larger kin. Sometimes wyverns are set in lairs near known trading routes, where they will swoop down and carry off unarmored members of caravans.

These lesser wyrms are extremely agile flyers and boast a very good turning ability.

Armor Class: 3
Hitpoints: 14 to 63
Attacks: bite, stinger
Damage: 2-16, 1-6 and poison
Turn: Very Good
Climb: Average
Speed: Average

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Flying Citadel

FLYING CITADEL

Flying Citadels were originally land-bound fortresses, but some powerful black-robe mages and dark clerics have learned the secret of ripping them from the ground and holding them aloft. In ancient times, good forces had been known to possess the required magics, having set the **Floating Tomb of Derkin** and the now-lost **Floating Palace of Foghaven Vale** into the air.

Derkin's tomb was built before the cataclysm. Later, the gold dragon, Evenstar, came to the tomb to guard the **Hammer of Kharas,** whose recent discovery has allowed the armies of good to once again forge the magical dragonlances.

The success of flying citadels in the War of the Lance is well known. The dragonarmies have used the citadels to deadly effect. With these floating fortresses, the armies of evil can move their troops to key parts of the campaigns without exposing them to attack, the elements or fatigue. The movable fortifications offer great tactical advantages during battles and the sight of these airborne artifacts is extremely demoralizing to opposing ground troops.

Attacking these evil bastions has been a high priority for the good dragon forces. The Solamnic strategists are determined to destroy this dragonarmy advantage and take the highground on all fronts.

Citadels are always protected by contingents of archers.

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DragonStrike

Enemy Ship

Enemy Ship

While the battles against evil rage across the lands of Ansalon, naval battles are fought for control of the seas. Control of the seas by evil forces, such as the dread Blood Sea Minotaur and the Sanction fleets, has been a critical advantage. The dragonarmies have been able to transport troops and supplies with complete impunity.

Both Sanction and the minotaurs have a long sea-going tradition. The minotaurs especially are renowned for their sea skills. Their merchants have ranged far beyond the minotaur lands. They often serve as unofficial ambassadors and spies in several courts throughout Ansalon. In addition to prodigious trade routes, the minotaurs are known and feared for their cruel natures and great ability as warriors.

Before the arrival of the good dragons, nearly all attempts by the good armies to move troops or equipment has been crushed by the evil navies. Now the tides turn.

The good dragons are being used to attack and destroy the evil fleets. Strategists hope to wrest control of the seas from the evil forces and cut the supply lines to their troops.

Ships will generally boast a compliment of archers for defense.

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